# FRONT MISSION®4



TEEN
T
CONTENT RATED BY ESRB

SQUARE ENIX™

## WARNING: READ BEFORE USING YOUR PLAYSTATION®2 COMPUTER ENTERTAINMENT SYSTEM.

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games, including games played on the PlayStation 2 console, may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game — dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions — IMMEDIATELY discontinue use and consult your physician before resuming play.

## WARNING TO OWNERS OF PROJECTION TELEVISIONS:

Do not connect your PlayStation 2 console to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

## USE OF UNAUTHORIZED PRODUCT:

The use of software or peripherals not authorized by Sony Computer Entertainment America may damage your console and/or invalidate your warranty. Only official or licensed peripherals should be used in the controller ports or memory card slots.

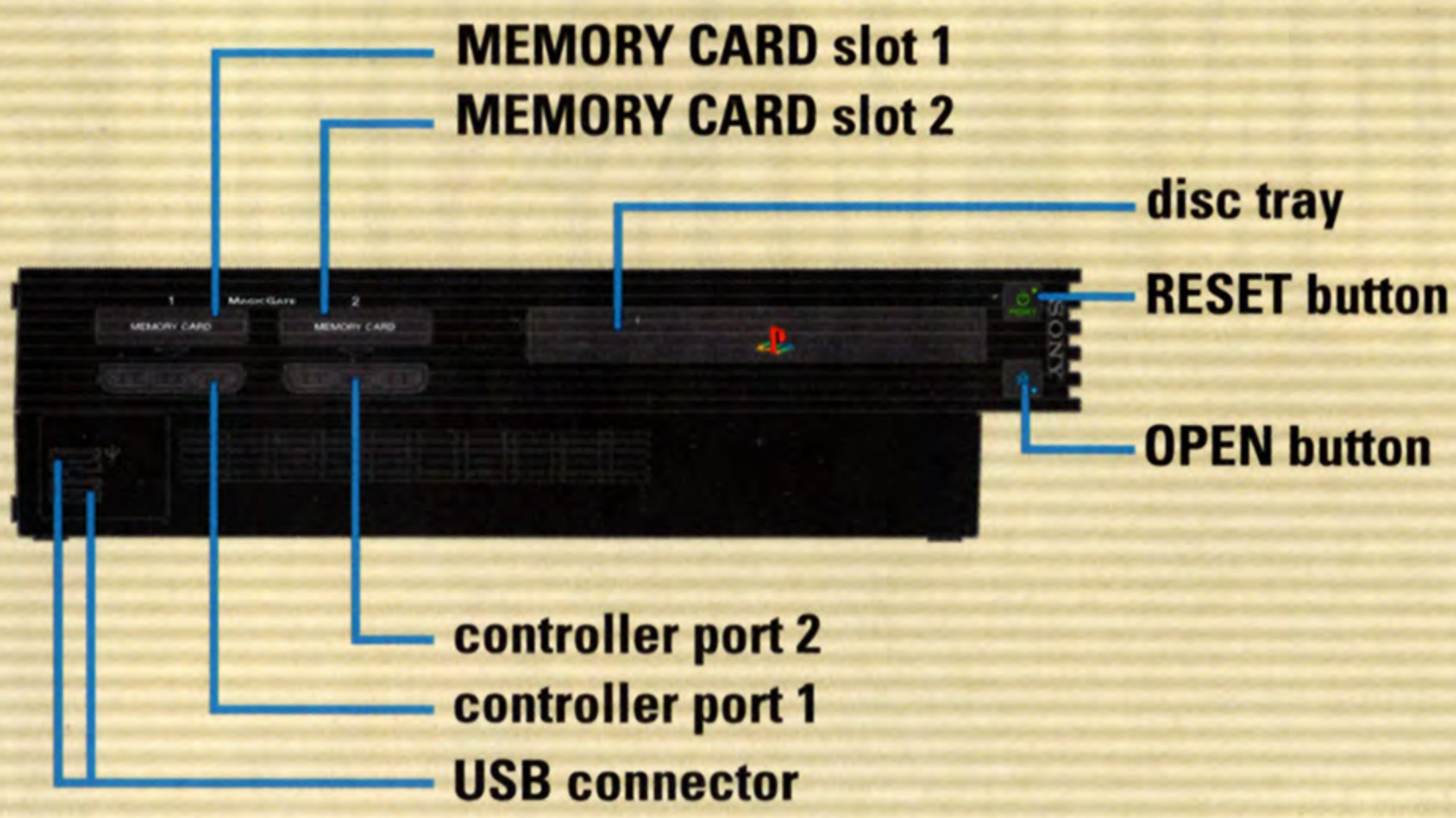
## HANDLING YOUR PLAYSTATION 2 FORMAT DISC:

- This disc is intended for use only with PlayStation 2 consoles with the NTSC U/C designation.
- Do not bend it, crush it or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.

# FRONT MISSION®4

## CONTENTS


02 > GETTING STARTED
02 > SAVING AND LOADING
03 > BASIC CONTROLS
04 > CAST OF CHARACTERS
06 > BASIC GAMEPLAY
06 > DEPLOYING UNITS
07 > THE BATTLE SYSTEM
07 > ACTIONS ON THE BATTLE MAP
08 > THE COMMAND MENU
08 > ATTACKING
09 > BACKPACKS
11 > THE STATUS SCREEN
11 > STATUS DAMAGE
12 > THE SYSTEM MENU
12 > THE MINIMAP
12 > THE BATTLE SCREEN
13 > LINKS
14 > SKILLS
14 > VICTORY
15 > WANZER SETUP
19 > PILOT SETUP
20 > WANZER SHOP
20 > COMPUTER SHOP
21 > THE SIMULATOR
22 > CREDITS
25 > LIMITED WARRANTY




Set up your PlayStation®2 computer entertainment system according to the instructions in its Instruction Manual. Make sure the MAIN POWER switch (located on the back of the console) is turned ON. Press the RESET button. When the power indicator lights up, press the OPEN button and the disc tray will open. Place the **FRONT MISSION® 4** disc on the disc tray with the label side facing up. Press the OPEN button again and the disc tray will close. Attach a game controller to controller port 1. Follow on-screen instructions and refer to this manual for information on using the software.

The main menu will appear after the opening demo or when the START button is pressed.

**NEW GAME** Begin a new game

**LOAD** Continue a previously saved game from a memory card (8MB) (for PlayStation®2)

**CONTINUE** Resume a mission saved with the quicksave function from a memory card (8MB) (for PlayStation®2)

**SOUND** Select stereo or monaural sound

> Sound selection (stereo or monaural) only applies if you begin a new game.

## SAVING AND LOADING

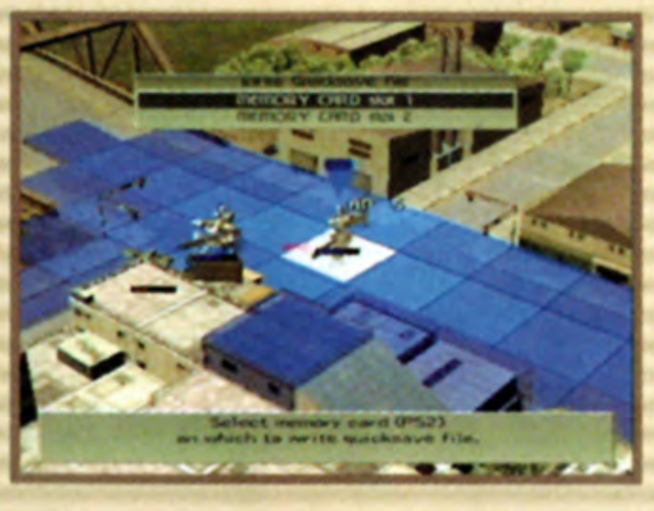
There are two ways to save your game in FRONT MISSION 4: saving during missions, and saving during intermissions or in towns.

### SAVE TO A SAVE FILE

You can save your game in town by selecting "Save/Load" from the menu, and then selecting "Save."

> A memory card (8MB) (for PlayStation®2) with at least 35KB of free space is required to save the game.

> Up to 30 FRONT MISSION 4 save games can be saved on one memory card (8MB) (for PlayStation®2).



### SAVE TO A QUICKSAVE FILE

Press the START button during missions to open the system menu. Then select "Quicksave" to save your game to the quicksave file.

> A memory card (8MB) (for PlayStation®2) with at least 342KB of free space is required for a quicksave game.

> Only one FRONT MISSION 4 quicksave file may be saved per memory card (8MB) (for PlayStation®2).

## DUALSHOCK®2 ANALOG CONTROLLER CONFIGURATIONS

| | |
|---|---|
| **Left analog stick** | Move cursor |
| **Right analog stick** | Move camera on battle map |
| **Directional buttons** | Move cursor / Select command |
| **⊗ button** | Confirm command / Advance messages and dialogue displayed in windows / Speed up movement of units on battle map* / Speed up missile flight animations during battle sequences* |
| **◎ button** | Cancel command / Return to previous menu / Speed up cursor movement on battle map / Skip battle scenes / Skip messages and dialogue displayed in windows |
| **△ button** | Toggle display of HP bars on battle map |
| **▣ button** | Change unit's current weapon |
| **START button** | Display system menu during missions / Skip events |
| **SELECT button** | Display minimap during missions |
| **L1 button** | Cycle through targets in range on battle map / Cycle pilots in shops and during setup |
| **R1 button** | Move cursor to friendly unit on battle map / Change turn order of friendly units / Cycle pilots in shops and during setup |
| **L2 button** | Zoom out from battle map |
| **R2 button** | Zoom in on battle map |
| **L3 button** | Activate and deactivate jetpack |
| **R3 button** | Rotate battle map 90 degrees |

*See p. 12, THE SYSTEM MENU for more information.

> This software does not support the vibration function.
> The ANALOG mode button and red LED light are always set to ON.
> This game may be incompatible with controllers other than the DUALSHOCK®2 analog controller.

## DARRIL Age: 32

Darril is a sergeant in the U.C.S. Army 332nd Company. Darril worked his way up the military ranks to become a promising young officer. However, his strong sense of justice—combined with an unfortunate tangle with a commanding officer—resulted in his demotion. Darril has been cynical ever since his loss of rank, and is disinterested in military matters. On the outside Darril seems light-hearted and carefree, but deep inside, he is looking for a cause he can believe in.

## RENGES Age: 35

Holding the rank of corporal, Renges is technically under Darril's command, but the two soldiers are brothers at heart. Equipped with a dry wit, Renges is continually skeptical and aloof when dealing with others. He disguises his emotions well, but when they come to the surface, he's a totally different person.

## CHAEFFER Age: 24

A private first class in the U.C.S. Army, Chaeffer is the youngest member of his squad. Though his age marks him as the platoon's little brother, Chaeffer's double dosage of carelessness and recklessness frequently leaves situations in tatters. Despite his class-clown demeanor, he is very compassionate towards others, and is always there to help someone in need.

## LUIS Age: 20

Luis is the young leader of *la Alianza de Libertad Venezolana*, or "The Venezuelan Freedom Alliance." He embodies the spirit of righteousness, aiding the oppressed and yielding no mercy to the dishonorable. Though just and fair, he is occasionally overcome by his sense of duty.

## INES Age: 20

Ines is a fellow member of *la Alianza*. She is also Luis's lover, and shares his passion for justice and honor, but she is better able to assess situations and act accordingly.

**ELSA** Age: 22
Formerly a wanzer pilot for the French Army, Elsa was recently transferred to the E.C.'s Armored Tactics Research Corps, also known as the Durandal. Honest and upbeat, Elsa has an admirable grasp of wanzer combat theory, but she understands little of the mechanical engineering behind the giant fighting machines. Still young, she has a strong sense of justice—and is a stickler when it comes to principles.

**ZEAD** Age: 45
A former British officer, Zead is the Durandal's de facto commander. With a strong military background, Zead is eternally courteous to others and hard on himself. He does not, however, demand the same rigid discipline from his colleagues; he is patient enough to accept their individuality. Zead's subordinates regard him as both a dependable leader and a kind father figure.

**HERMES** Age: 20
Though Hermes has no military experience, his elite computer hacking skills make him a natural as the Durandal's systems engineer. Hermes is always positive and jovial, but he can be childish when arguing with those of different opinions.

**LATONA** Age: 28
Latona is a skilled wanzer pilot and a former member of the Zaftran military. She cannot stand being looked down upon. Due to her extensive military background, she talks and behaves in a masculine way; coaxing a smile out of her is a herculean task. She is strict towards both herself and others.

**WAGNER** Age: 28
Wagner is the commander of the German *Blauer Nebel* Special Forces unit. Always levelheaded and calm, he speaks in a cold, uncaring manner that forever masks his true emotions.

**GLAESER** Age: 50
Brigadier General Glaeser is a hard-line career soldier who spent his life working his way up the chain of command. He speaks to everyone in the same displeased tone. He will not tolerate slack from his subordinates, who fear nothing more than his icy wrath.

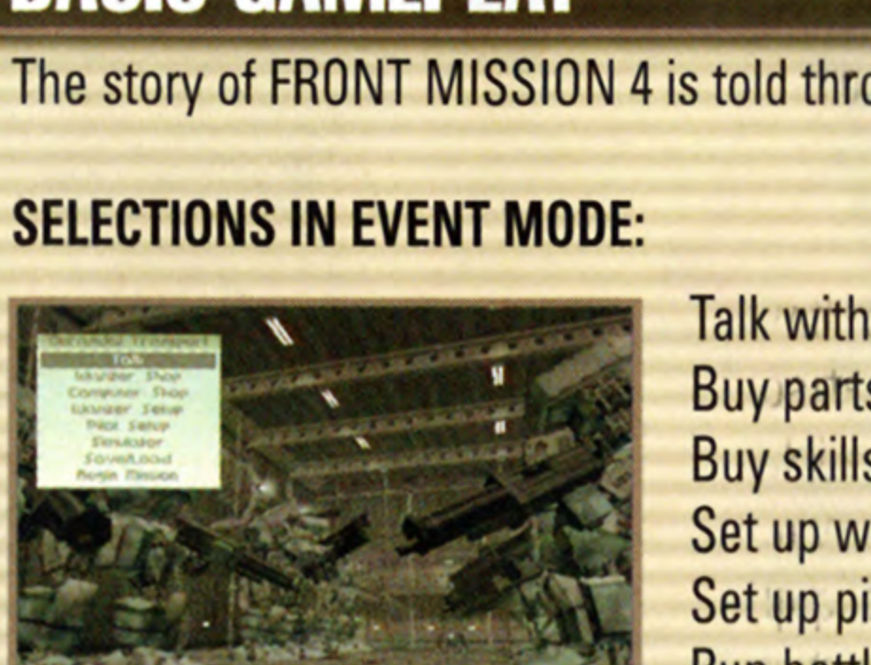
# BASIC GAMEPLAY



The story of FRONT MISSION 4 is told through event sequences and combat missions.

## SELECTIONS IN EVENT MODE:

- Talk with other characters
- Buy parts and weapons from wanzer shops (see p. 20)
- Buy skills and abilities from computer shops (see p. 20)
- Set up wanzers (see p. 15)
- Set up pilots (see p. 19)
- Run battle simulator (see p. 21)
- Save or load game data (see p. 2)




**Event Scene**

**Shop**

**Setup**

**World Map**

**Battle Map**

FRONT MISSION 4 alternates between the viewpoints of Elsa, a fresh recruit in the E.C.'s "Durandal" research group, and Darril, a sergeant in the U.C.S. Army.

> Some event scenes feature voice, while others consist of only text.
> Press the START button to skip events.

# DEPLOYING UNITS

Before a battle begins, you must select which units to deploy, then place them on the battlefield. Several of the U.C.S. scenarios feature pre-selected mercenary units.

> Press the ● button to cycle between unit placements.

## VIEWING THE BATTLE MAP

### Unit Data Window

| | | |
|---|---|---|
| 1 | **Pilot Portrait** | Picture of the pilot controlling the unit |
| 2 | **Pilot Name** | Name of the pilot controlling the unit |
| 3 | **Unit Name** | Name of the pilot's wanzer |
| 4 | **Action Points** | Points used to perform attacks and other various actions |
| 5 | **Backpack** | Type of backpack equipped on wanzer |
| 6 | **Armor** | Type of armor equipped on wanzer indicated by icon |
| 7 | **Weapon Type** | Type of weapon indicated by icon |
| 8 | **Damage** | Damage multiplied by number of attacks |
| 9 | **Ammunition** | Current ammo / maximum ammo |
| 10 | **Weapon Properties** | Weapon damage type indicated by icon |
| 11 | **Wanzer Parts' HP** | Current HP of wanzer parts, presented both numerically and as gauges |
| 12 | **Experience Gauge** | Displays pilot's experience (pilot gains a level once this gauge becomes full) |
| 13 | **Status Damage** | Displays current types of status damage induced by enemy |
| 14 | **Level** | Pilot's current level |

## THE AP SYSTEM

Action Points (AP) dictate how many actions you can perform in one turn. Every unit must spend AP when moving or attacking. For example, moving one square costs one AP. Attacking costs a different amount of AP depending on the weapon used. When a unit runs out of AP, it can no longer move or perform any other action for the remainder of the turn.

AP is restored at the beginning of each turn. AP capacity differs by pilot. To increase AP totals, upgrade your computer or purchase skill sets from computer shops.

# ACTIONS ON THE BATTLE MAP

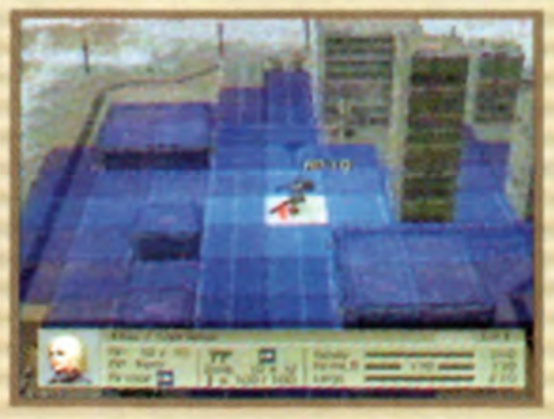
### Movement

Once you select a unit, a blue grid will appear, indicating how far the selected unit can move in the current turn. Move the cursor to the unit's destination and press the ⊗ button. The unit will remain stationary for a turn if you move the cursor to the current location and press the ⊗ button, then select "End" from the command menu.

> Your units take turns in a pre-selected order, but you may use the R1 button to select another unit if you wish to change the order. Wanzers that have completed their turns are marked with an Ⓔ icon.

### Movement Restrictions

A wanzer's mobility is limited by its currently equipped leg parts. Note that specific leg types may be required to climb certain surfaces. Jetpacks that greatly affect your mobility are available, but their performance varies by model. Several jetpacks allow you to climb to higher surfaces while sacrificing general mobility.



### Spending AP

As a rule, moving 1 square costs 1 AP. If you are equipped with a jetpack, the jetpack's performance determines the amount of AP required to move 1 square.

# THE COMMAND MENU



Press the ⊗ button during or after a unit's movement to open the command menu.

| | |
|---|---|
| **Attack** | Attack an enemy unit in range |
| **Items** | Use items |
| **Repairs** | Repair damaged parts, restore broken parts, or remove status damage from friendly units in range |
| **EMP** | Induce status damage to enemies in range |
| **Sensors** | Change detection mode |
| **Air Support** | Use the radio backpack to call in air support (only available to Durandal units) |
| **Status** | View pilot and wanzer details |
| **End** | End unit's turn |

> Equipping certain skills will add extra commands to the command menu.
> Commands highlighted in gray are enabled by equipping the corresponding backpack.

# ATTACKING

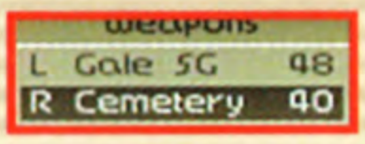
Press the ⊗ button during or after a unit's movement to open the command menu. To attack an enemy, use the cursor to select "Attack" and press the ⊗ button.

### Attack Range

After "Attack" is selected, a red field appears to indicate the range of the currently selected weapon.

### Switching Weapons

Press the ■ button to view a list of weapons at your disposal.



### Selecting Your Target

Use the directional buttons, the left analog stick, or the L1 button to select your target, then press the ⊗ button to confirm.

### Counterattacks

Enemy units will attack during the enemy phase. When you are attacked, a window will list your available counterattack options. Select from the list with the directional buttons, and press the ⊗ button to confirm.

### AP Cost

The amount of AP spent when performing attacks and counterattacks varies by weapon.

## ITEMS

The "Items" command appears on the command menu when you carry items in your backpack. You can use these items on yourself, or on units that are standing on squares adjacent to you.

## REPAIRS

Units equipped with a repair backpack have access to the "Repairs" command. This allows you to repair damaged wanzer parts, or restore parts that have been destroyed. Repairs can be conducted on both your current wanzer and friendly units. Once you select "Repairs," a green field will appear, centered on your unit. Select a friendly unit inside the green field to access the following commands:

**Repair Parts** Repair a damaged part, or all parts with the "All Parts" option
**Restore Parts** Restore a destroyed part
**Remove Status** Remove status damage

By moving the cursor over each command, you can see the amount of AP each command requires.

Press the ⊗ button to select a target. If there is no applicable target in range, an error message will appear.

### Recovering from Status Damage

"Remove Attack System Down" also removes "Missile System Down."
"Remove Movement System Down" also removes "Movement System Damage."
"Remove Systems Down" restores all systems except "Link Cut."
"Remove Link Cut" only removes "Link Cut."

## EMP (Electromagnetic Pulse)

Units equipped with an EMP backpack can unleash focused electromagnetic pulses. A red field indicates the maximum range for these status attacks. After selecting an enemy unit inside the red field, you can access your EMP backpack's status attacks.

> Wanzers with status damage appear with an ✉ icon. Place your cursor over these units to display which types of status damage the unit has received. See p. 11 for more about status damage.

### Antilock

This function is only available when set as a defense support action in defense links. A unit equipped with an EMP backpack with antilock can cause missiles to miss nearby friendly units by jamming their guidance systems.

> The effective range of antilock is 4 squares from the unit equipped with an EMP backpack.

## SENSORS

Wanzers with sensor backpacks are best used in conjunction with missile-firing friendly units. Sensor backpacks can guide missiles to nearby targets, regardless of the missiles' range.

There are two types of sensor modes: sonar and radar. Both are affected by time of day and weather. If your unit's backpack is equipped with both, you can freely switch between the two.

**Radar** Pinpoint enemy locations through electromagnetic waves
**Sonar** Pinpoint enemy locations by sound

## RADIO

Units equipped with a radio backpack can call for air support as an action. Only Durandal units can call for air support.

Select "Air Support" from the command menu to choose from the following commands:

| | |
|---|---|
| **Air Strike** | Call for aerial bombardment |
| **Supply Drop** | Call for supplies |
| **Armor Coating** | Call for additional defenses |

### Supply Drops

This calls for supplies to be dropped to one of several predetermined points on each battle map. These supplies replenish ammunition a set number of times. To replenish ammo, you must move a unit next to the supplies and end its turn. The unit's ammunition will return to maximum capacity at the end of the current turn.

When you order a supply drop, you must choose from a limited number of drop points. These squares will appear in blue. Press the ● button to move the cursor to one of the available drop points. The supplies will be dropped at the end of the current player phase. You cannot call for an additional supply drop as long as the current supply crate is still on the map.

Supplies are considered friendly units, and can be targeted by the enemy. When their HP reaches zero, they are destroyed along with any remaining supplies.

### Air Strikes

When you call down an air strike, a red field will appear on the map, indicating the target area. Use the ● button to rotate the targeting field. Once you select the target area, the unit's turn will end and marks indicating the target area will appear. The air strike will occur at the end of the following player phase. All units inside the target area will receive damage, including friendly units.

### Armor Coating

Armor coating renders the armor of all units inside the target area resistant to an additional damage type. You may choose one of three armor types: piercing, impact, or fire. When combined with the armor type selected during setup, armor coating provides protection from a maximum of two damage types.

When you request armor coating, a red field will appear on the map, indicating the target area. Use the ● button to rotate the targeting field. Once you select the target area, the unit's turn will end and marks indicating the target area will appear. The armor coating process will occur at the end of the following player phase. All units inside the target area will receive armor coating, including enemy units.

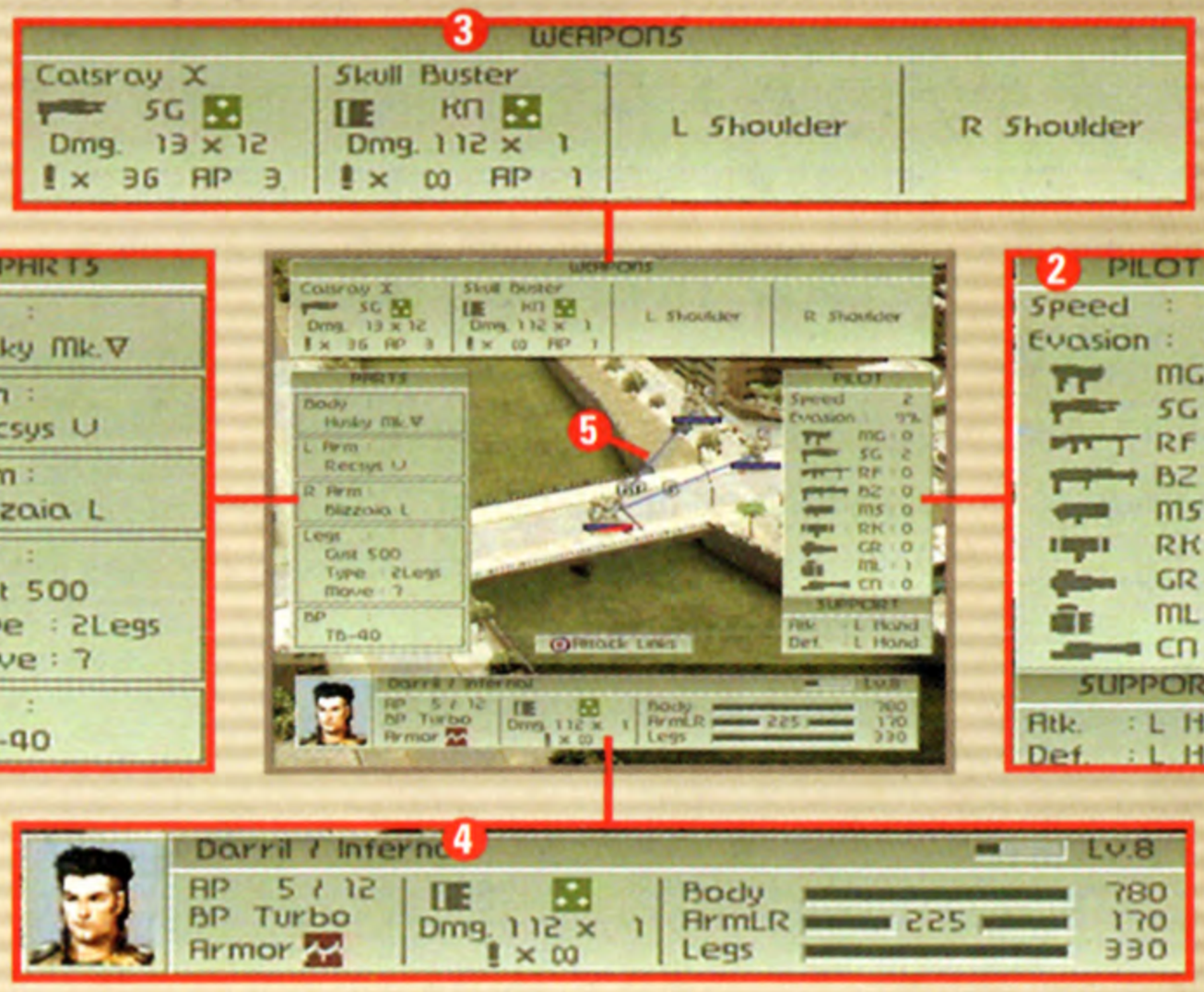
### Salvage

Units equipped with a radio backpack with salvage capability can restore destroyed friendly units, but only when "Salvage" is set as a support action in an attack or defense link. You can see how many times the unit can restore other units during a mission by viewing the backpack's status window during setup.

# THE STATUS SCREEN



You can view pilot and wanzer details by selecting "Status" from the command menu.




1 Current wanzer setup

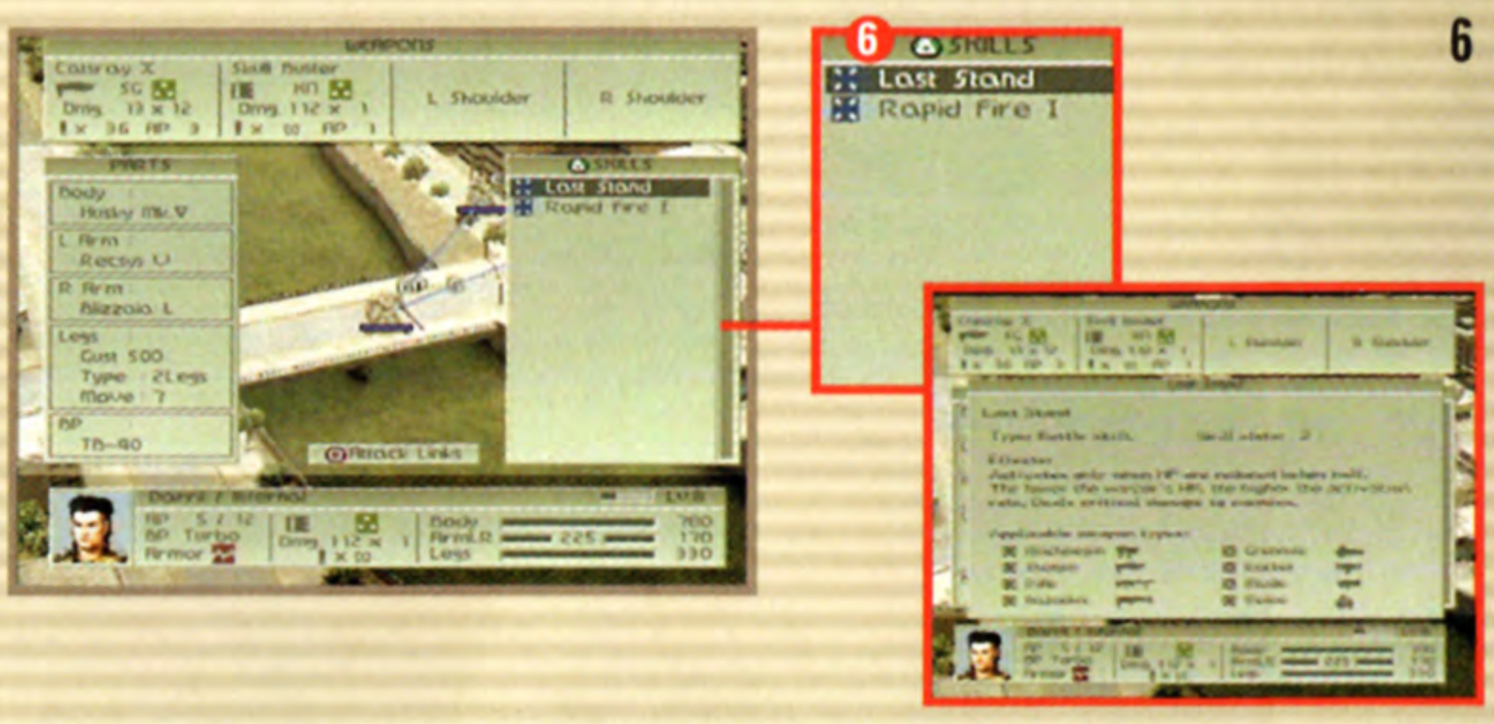
2 Pilot's weapon proficiency levels and support actions (if linked)

3 Equipped weapons

4 Unit data window (see p. 7)

> Press the ● button to toggle attack and defense links display.

5 Link Line




6 Equipped skills

> Press the ✕ button to toggle the skill window display.

> Press the ▲ button to toggle the skill information window.

# STATUS DAMAGE

**Systems Down**
Units suffering from this type of status damage cannot move, attack, or take any other action during their turn, nor can they counterattack when they come under enemy fire.

**Attack System Down**
Units suffering from this type of status damage cannot attack during their turn, nor can they counterattack when they come under enemy fire.

**Movement System Damage**
Units suffering from this type of status damage suffer halved movement range, rounded down. Thus, legs with a move of 5 can only move 2 squares, and legs with a move of 3 can only move 1 square. If the unit's legs are destroyed in the latter case, the unit may still move 1 square. These units cannot evade enemy attacks.

**Movement System Down**
Units suffering from this type of status damage are unable to move and cannot evade enemy attacks.

**Backpack System Down**
Units suffering from this type of status damage cannot use backpacks.

**Missile System Down**
Units suffering from this type of status damage cannot launch missiles. Other weapon types are unaffected.

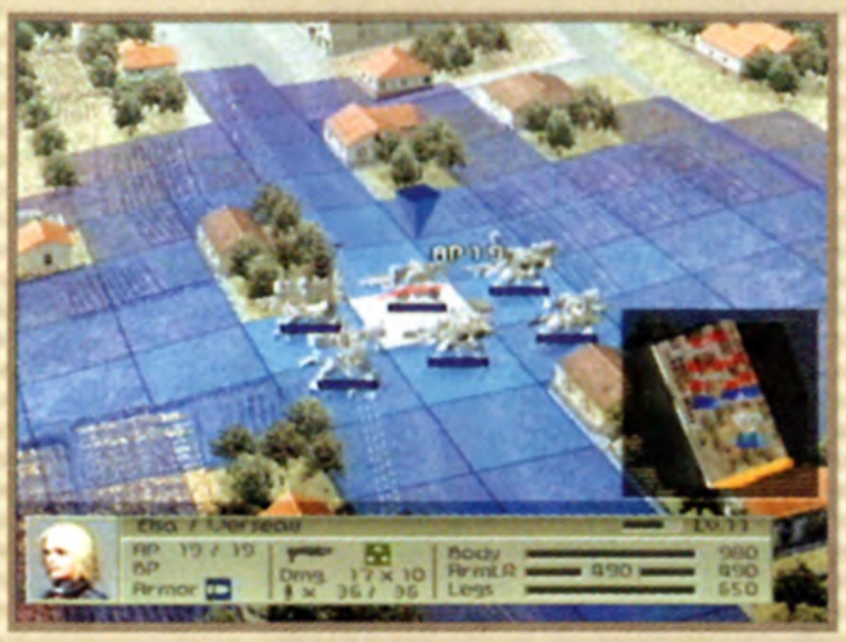
**Link Cut**
Units suffering from this type of status damage cannot give support to, or receive support from, friendly units.

# THE SYSTEM MENU

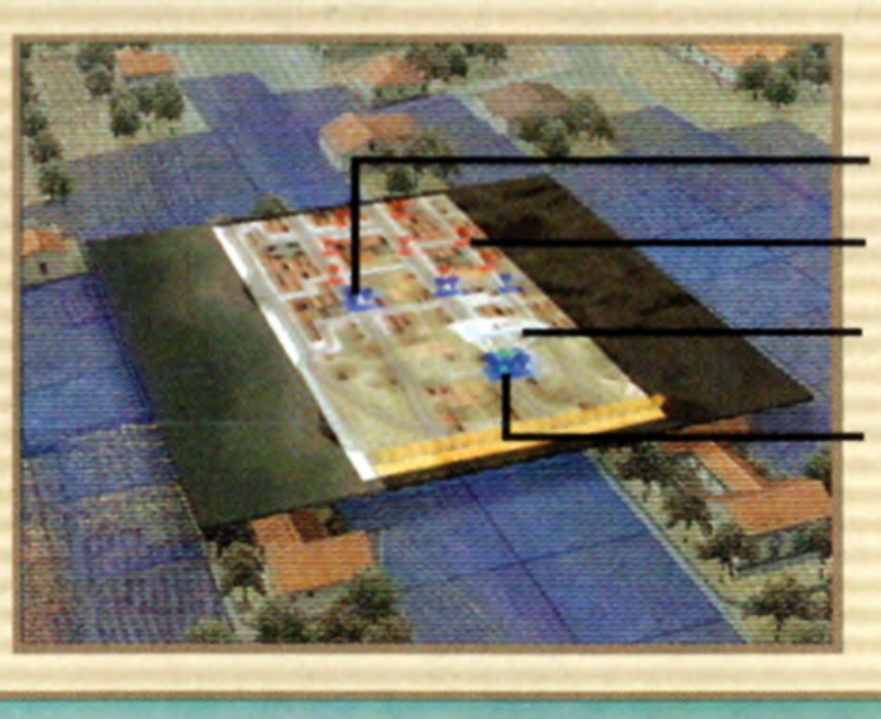
Press the START button during missions to view the system menu.

| | |
|---|---|
| **End Turn** | End the current player phase |
| **Quicksave** | Save the progress of the current mission |
| **Battle Window** | Select battle window size: normal, small, or off |
| **Default Speed** | Select default unit movement speed and missile animation speed: fast or normal |
| **Display** | Select display options for target lines, HP bars and facing indicator: overlay or normal |
| **Objectives** | View mission objectives and stage details |
| **Give Up** | Quit the mission and return to the title screen |

# THE MINIMAP



Press the SELECT button during missions to display the minimap. Press the SELECT button again to display a localized minimap. You may continue play with these maps displayed. The map will be enlarged by pressing the SELECT button a third time.



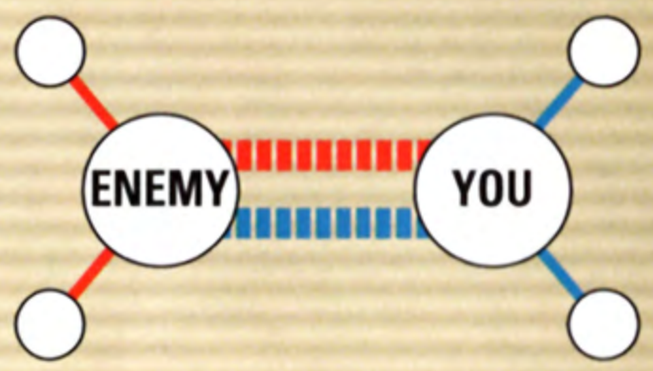
| | | |
|---|---|---|
| **Blue** | Friendly units |
| **Red** | Enemy units |
| | Current field of vision |
| **Green** | Currently selected friendly unit |

# THE BATTLE SCREEN

Battle Map Guide

1 Attackers
2 Linked units
3 Activated battle skills
4 Defenders

In FRONT MISSION 4, you can receive assistance from friendly units when you attack or are under attack. To do this, you must link pilots to each other from the "Set Links" menu in the pilot setup screen (see p. 19).




On the battle map:
Blue dotted line represents your own unit's accuracy.
Red dotted line represents the enemy unit's accuracy.
Blue lines represent your links.
Red lines represent enemy links.

## HOW LINKS WORK

Renges attacks.

Darril attacks.

Chaeffer attacks.

Enemy counterattacks.

**AP Spent in Links**
Linked units must spend AP for any action they take during linked battles.

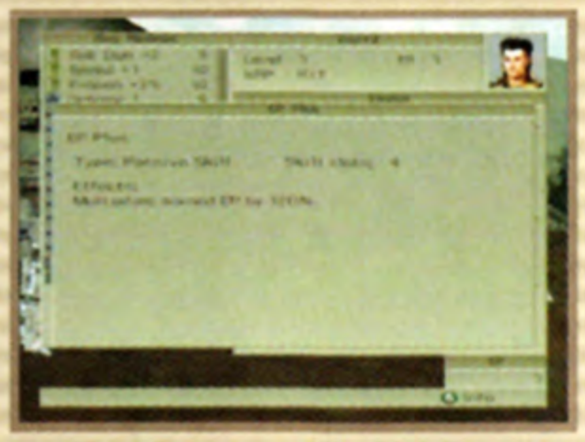
**Order of Attack**
Attack order is influenced by several variables, including which side is attacking, the weapons used by each unit, and each pilot's speed.

# SKILLS



In FRONT MISSION 4, you gain Enhancement Points (EP) in battle and use them to purchase skills (see p. 19 for more about equipping skills). There are three types of skills: battle skills, which randomly activate during battle; passive skills, which are in effect as long as they are equipped; and command skills, which are added to a pilot's list of available commands.

**Battle Skill Example:**
**Terror Shot I**
This skill reduces the target's evasion rate by half until the end of the battle sequence.



**Passive Skill Example:**
**EP Plus**
Equip this skill to increase the amount of EP a pilot gains by 120%.

**Command Skill Example:**
**Snipe**
When you use this skill, your wanzer crouches and fires at a selected part on an enemy wanzer. Your unit will remain crouched, and cannot evade or counterattack until the next turn.

## SKILL CHAINS

When units are linked in battle, skills that the units possess can activate in succession. Each skill has a set chance of chaining with other skills. Chained attacks receive damage bonuses.

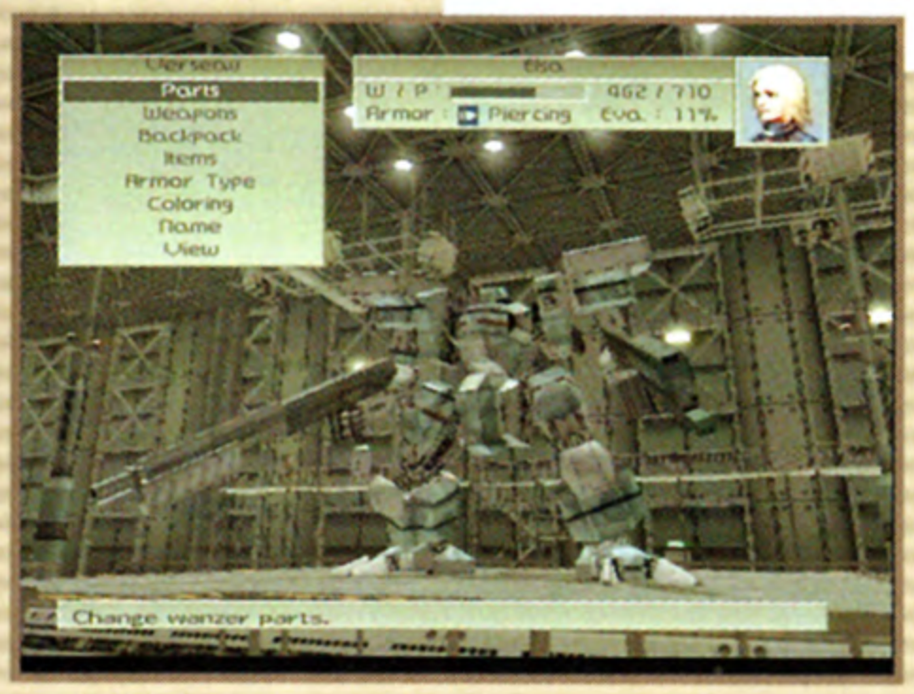
| | |
|---|---|
| **First Chain** | 1.2 × damage |
| **Second Chain** | 1.5 × damage |
| **Third Chain Onward** | 2 × damage |

# VICTORY

Once you complete a mission, you gain bonus funds and Enhancement Points.

| | | |
|---|---|---|
| 1 | **Total** | Current funds |
| 2 | **Gain** | Funds gained |
| 3 | **Maintenance** | Funds spent to replace disabled parts |
| 4 | **EP** | Each pilot's EP |

This allows you to change each wanzer's parts and add items to its backpack. You cannot equip parts or weapons that exceed your wanzer's weight capacity, which is equal to the wanzer's total power output.




## CHANGING PARTS

Here you can set up your wanzer's body, arms, and legs. Select the part you wish to change by pressing the up and down directional buttons, then press the ⊗ button to confirm.

Some arm parts come with built-in weapons. Press the △ button to view information on these integrated weapons.

| | | |
|---|---|---|
| 1 | **W/P** | Current weight and power output |
| 2 | **Armor** | Type of armor |
| 3 | **Eva.** | Evasion rate (calculated by adding body and legs' evasion) |

### BODY

| | |
|---|---|
| **HP** | Hit points |
| **Weight** | Weight of body |
| **Power** | Power output |
| **Evasion** | Evasion rate |

### ARM

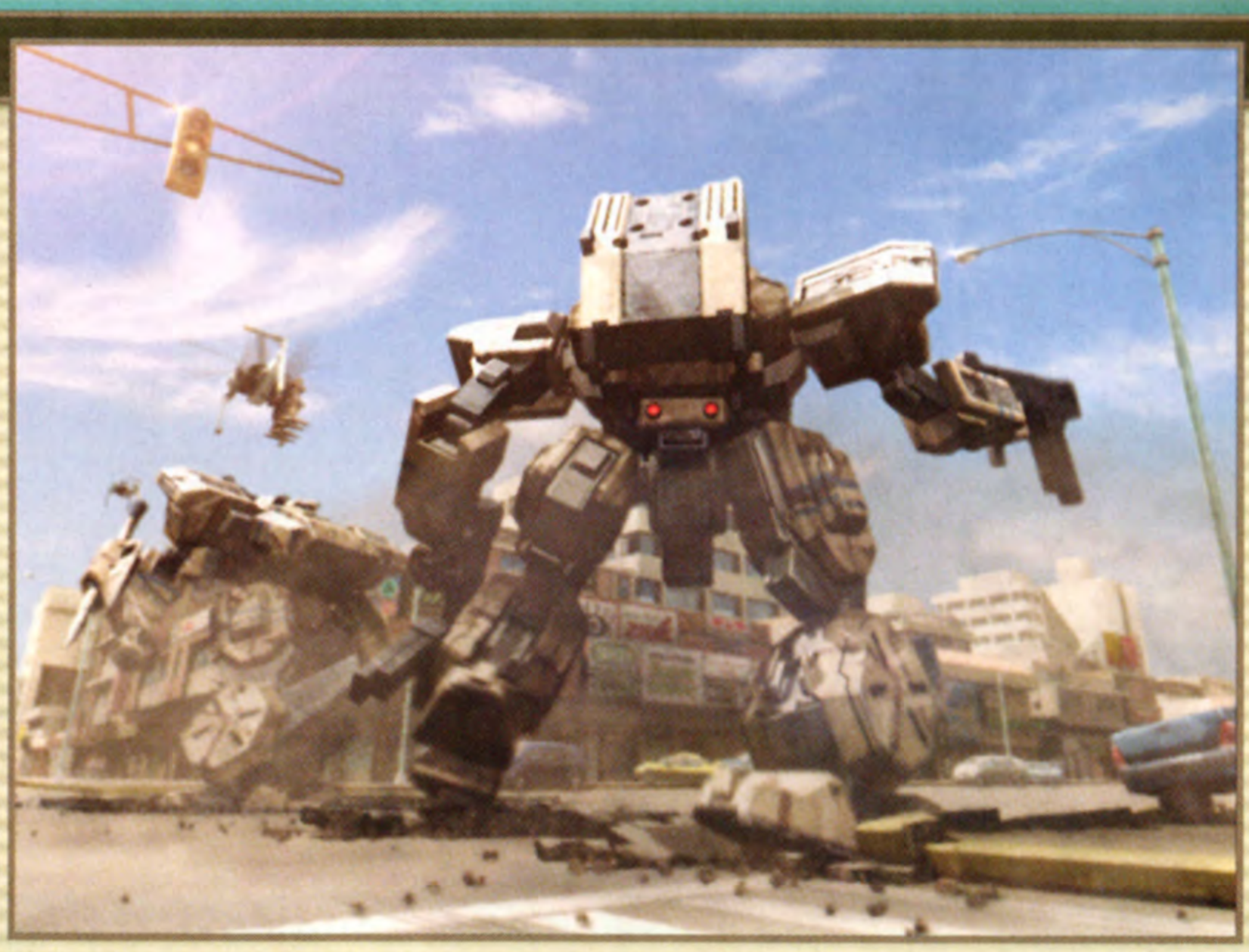
| | |
|---|---|
| **HP** | Hit points |
| **Weight** | Weight of arm |
| **Hit%** | Accuracy |
| **Built-in Weapons** | Weapons built into the arm |

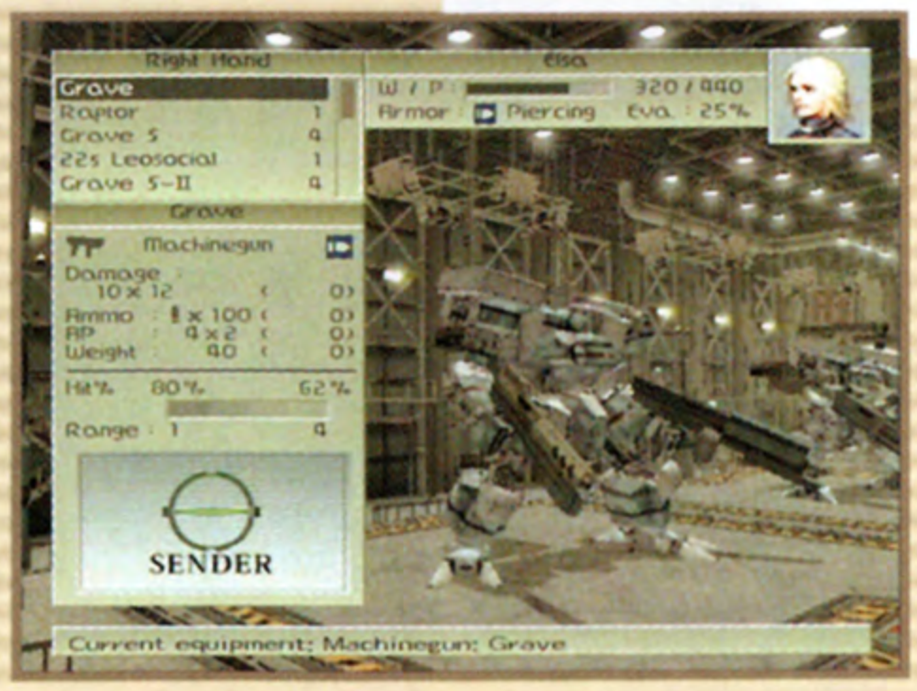
If an arm contains built-in weapons, press the △ button to view them.

### LEGS

| | |
|---|---|
| **HP** | Hit points |
| **Weight** | Weight of legs |
| **Move** | Movement rate |
| **Evasion** | Evasion rate |
| **Type** | Leg type (affects how high a wanzer can climb, which terrain it can negotiate, and AP cost for each movement) |

Accuracy = Arm's accuracy + Weapon's accuracy
Evasion = Body's evasion + Leg evasion



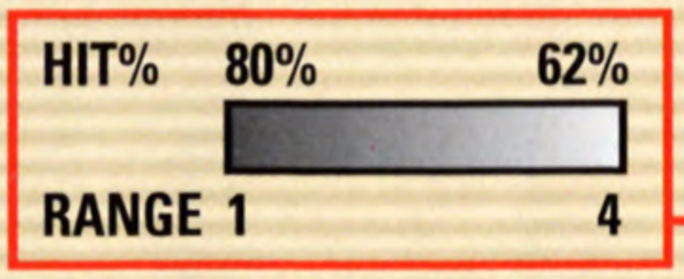



## CHANGING WEAPONS

Here you can set up weapons for your left arm, right arm, and both shoulders. Select a weapon by pressing the up and down directional buttons, then press the ⊗ button to confirm.

> If an arm already has built-in weapons, it cannot carry any additional weapons.

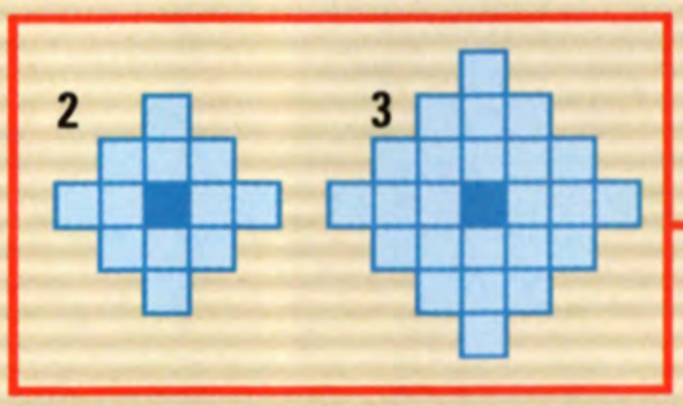
## MACHINEGUN, SHOTGUN, RIFLE, BAZOOKA, & MELEE




The gradient in the bar represents accuracy loss by range. A darker color indicates greater accuracy.

| | |
|---|---|
| **Weapon Type** | Damage type |
| **Damage** | Damage × number of attacks |
| **Ammo** | Ammunition capacity |
| **AP** | AP cost × number of attacks |
| **Weight** | Weight of weapon |
| **Hit%** | Accuracy |
| **Range** | Minimum and maximum range |

## GRENADE & ROCKET LAUNCHER




The number displayed in the "Area" section represents the radius of the weapon's area of attack.

| | |
|---|---|
| **Weapon Type** | Damage type |
| **Damage** | Damage × number of attacks |
| **Ammo** | Ammunition capacity |
| **AP** | AP cost × number of attacks |
| **Weight** | Weight of weapon |
| **Range** | Minimum and maximum range |
| **Area** | Area of effect |

## SHIELDS

| | |
|---|---|
| **Shield** | |
| **Damage Cut** | Percentage of damage reduced |
| **Block** | Number of times shield can block |
| **AP** | AP cost × number of blocks |
| **Weight** | Weight of shield |

## MISSILES

| | |
|---|---|
| **Weapon Type** | Damage type |
| **Damage** | Damage × number of missiles fired |
| **Ammo** | Missile capacity |
| **AP** | AP cost × number of attacks |
| **Weight** | Weight of weapon |
| **Range** | Minimum and maximum range |
| **Homing** | Homing performance: |
| **Average** | Not designed to navigate around cover |
| **Good** | Can navigate around light cover |
| **Excellent** | Can navigate around full cover |

## EQUIPPING BACKPACKS

Here you can set up your backpack.
Several backpack types are listed below:

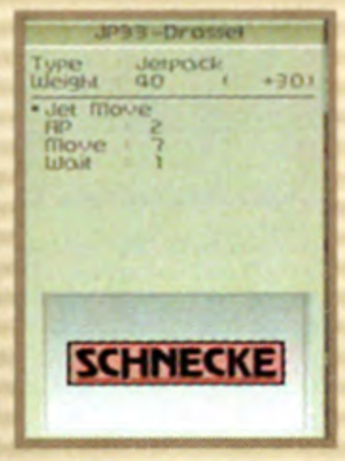
### ITEM - Carries items

**Weight** Weight of backpack
**Item Space** Number of spaces for items
*Some items require more than one space.

### TURBO - Increases power and carries a few items

**Weight** Weight of backpack
**Item Space** Number of spaces for items
**Power** Additional power output

### JETPACK - Allows you to reach higher ground when activated




**Weight** Weight of backpack
**AP** AP cost
**Move** Number of squares unit can move
**Wait** Recharge time between uses

### REPAIR- Allows you to repair damagd units

**Weight** Weight of backpack
**Range** Range of repairs
**Repair** Maximum HP repaired
**Restore** Default HP of restored parts
**Remove** Types of status damage that can be removed

### SENSOR - Guides missiles fired by friendly units

**Weight** Weight of backpack
**Sonar** Pinpoint enemy locations by sound
**Range** Normal - Normal range
Rain - Range in rain and snow
**Radar** Pinpoint enemy locations through electromagnetic waves
**Range** Normal - Normal range
Night - Range at night

### RADIO - Allows you to call for air support

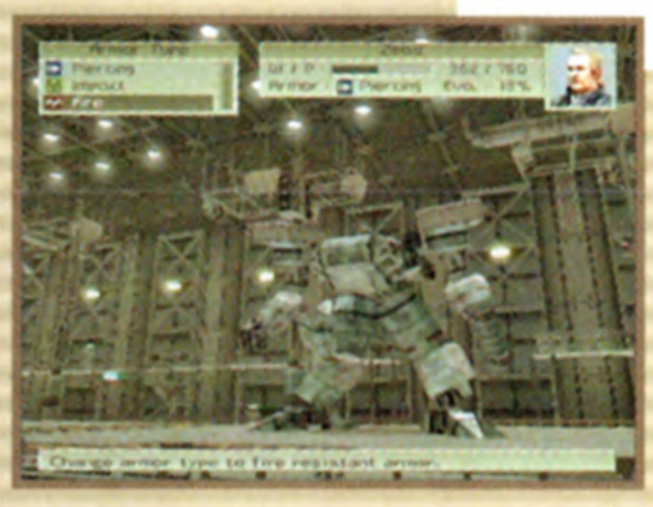
**Weight** Weight of backpack
**Air Strike** Air strike
3 × 5 Area of effect
**AP** AP cost
**Damage** Damage
**Supply Drop** Supply drop
× 3 - Available calls per mission
**AP** AP cost
**Charge** Number of ammo restocks
**Armor Coating** Armor coating
5 × 5 Area of effect
**AP** AP cost
**Support: Salvage**
Number of times friendly units can be salvaged (see p. 10 for more about salvage)

### EMP - Induces status damage to enemies

**Weight** Weight of backpack
**Range** Range of status attacks
**ST-Attack%** Status attacks' chance of success
**AP** AP cost
**Turns** Status attacks' duration in turns
**Support: Antilock**
Number of times antilock can be used (see p. 9 for more about antilock)

## SETTING ITEMS

Here you can load items into your backpack. You cannot exceed the total capacity of your backpack.



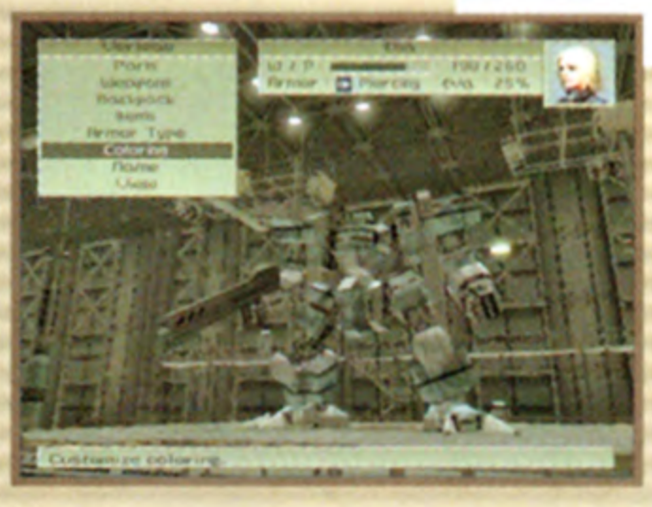
## CHANGING ARMOR TYPE

Here you can change your wanzer's armor type.

**Armor Types:**

| | |
|---|---|
| Piercing | Protects against piercing damage |
| Impact | Protects against impact damage |
| Fire | Protects against fire damage |

> When you are hit with an attack of the same type as your armor, the damage is reduced by 30%.



## CHANGING WANZER COLORING

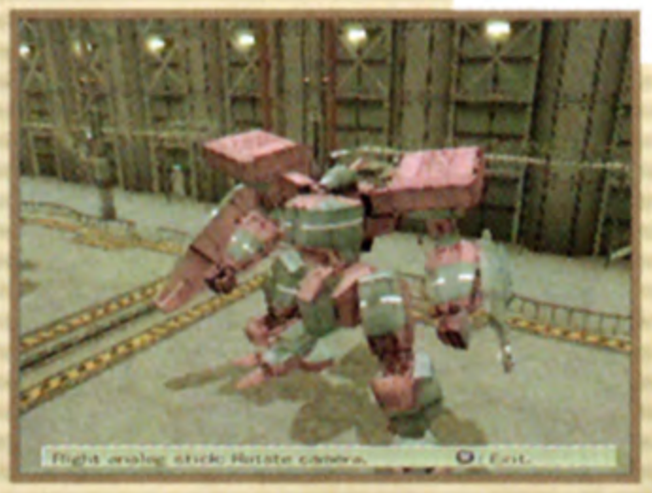
Here you can customize the appearance of your wanzer. Choose patterns for your camouflage, and the color of armored sections and identification lines.

> More camouflage patterns become available as you progress through the game.

## CHANGING WANZER NAMES

Your wanzers can be renamed to anything you like.

| Pilot | Default Name |
|---|---|
| Elsa | Verseau |
| Zead | Squire |
| Hermes | Charon |
| Latona | Koroleva |
| Darril | Infernal |
| Renges | Mundane |
| Chaeffer | Celestial |
| Luis | Tierra |
| Ines | Guardia |



## VIEWING YOUR WANZER

Once you're finished setting up your wanzer, you can examine it from any angle.

In FRONT MISSION 4, pilots can gain new skills and abilities by spending the Enhancement Points they gain in combat.

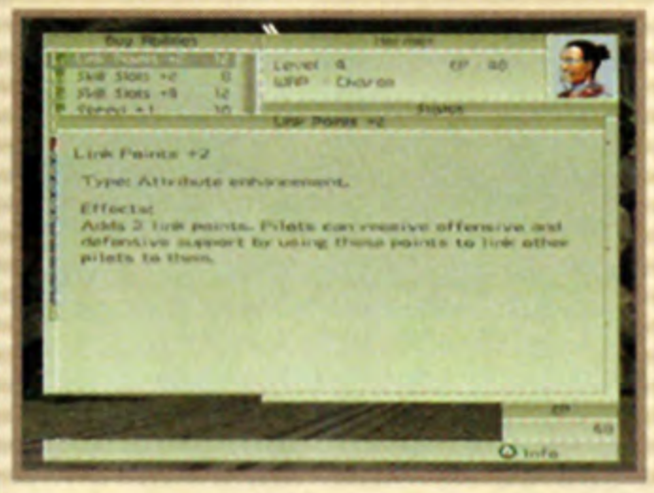
## GAINING ABILITIES

Here your pilots can learn new abilities.

**Buy Abilities** Use EP to gain abilities. There are three types of abilities: attribute enhancements, weapon proficiency level enhancements, and battle skills.

**Upgrade** Use EP to raise the rank of your onboard computer to gain access to additional skills.

**Learned Skills** Number of skills learned
**AP** Maximum AP
**AP Charge** AP regained at the beginning of each turn
**Link Points** Number of points that can be used to link other pilots
**Skill Slots** Number of available slots for skills
**Speed** Pilot's speed – Speed affects how soon a pilot can act during a battle sequence.
**Evasion** Pilot's evasion – A pilot's evasion does not apply when piloting a wanzer with an evasion of 0%



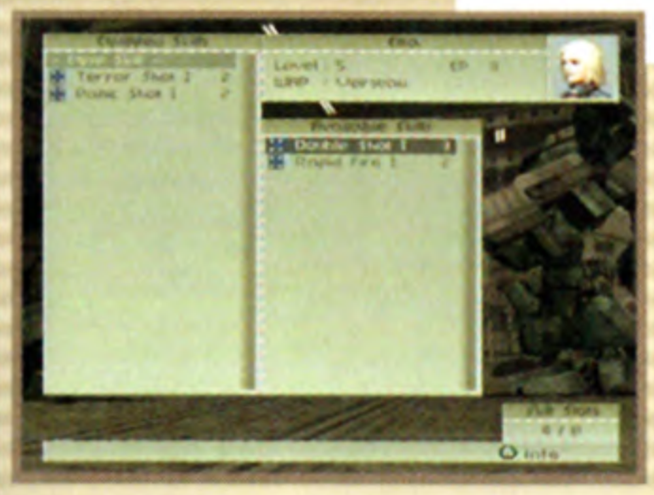
**Weapon Proficiencies** Weapon proficiencies can be increased to a maximum of three levels. Increased proficiency results in greater damage when using the corresponding weapons.

**MG** Machineguns
**SG** Shotguns
**RF** Rifles
**BZ** Bazookas
**GR** Grenades
**RK** Rockets
**MS** Missiles
**ML** Melee

**Resistances** Resistances against EMP backpack status attacks

> Acquiring resistance abilities increases each resistance level by 50% increments, up to 100%. A resistance of 100% grants total immunity.

> When an ability is selected, press the △ button to view detailed information on the ability.



## SETTING SKILLS

Select "Equip Skill" to view a list of your pilot's unequipped skills. Each skill requires a certain number of skill slots. Keep this in mind when choosing skills to equip.

## SETTING LINKS

To establish links between pilots, select "Set Links" from the pilot setup menu. There are two types of links: attack links and defense links.

**Attack Links** Enables friendly units to support the pilot when attacking enemies
**Defense Links** Enables friendly units to support the pilot when coming under enemy attack

Linked pilots' quality of support depends on the number of link points (LP) assigned to them.

**1 LP:** Only allows linked pilot to perform attacks during linked battles
**2 LP:** Allows linked pilot to perform attacks and activate battle skills in linked battles

## SETTING SUPPORT ACTIONS

Here you can configure how a pilot supports others when participating in a linked battle. You can configure individual settings for both attack and defense support.

**Attack Support** Pilot's action in an attack link

**Defense Support** Pilot's action in a defense link

- **Left Hand** Pilot uses weapon in his left hand during a linked battle
- **Right Hand** Pilot uses weapon in his right hand during a linked battle
- **Backpack** Here you can configure the following two options:
  - **Antilock** Prevents missiles from targeting nearby friendlies by disrupting their guidance systems. Requires an EMP backpack with antilock capability. Only usable for defense support.
  - **Salvage** Allows a unit equipped with a radio backpack with salvage capability to restore units when they are destroyed. Can be set for either defense support or attack support.

# WANZER SHOP

Here you can sell and purchase full wanzer sets, wanzer parts, weapons, and items.

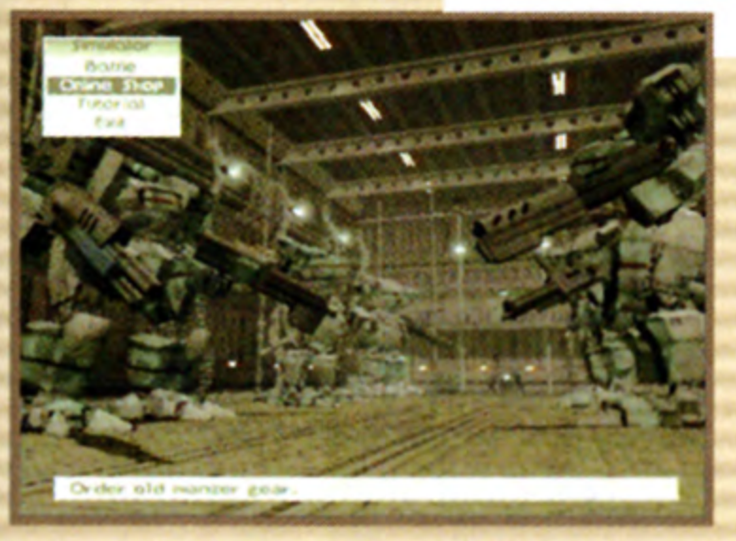
# COMPUTER SHOP

Here you can use funds to purchase additional skills and abilities that are otherwise unavailable from the upgrade menu.

## BATTLE

The simulator lets you train on previously cleared battle maps. You can gain experience, EP, and additional funds by training in the simulator.

Additional simulation programs are unlocked as the game progresses. Note that some simulation programs can only be unlocked by fulfilling certain conditions.

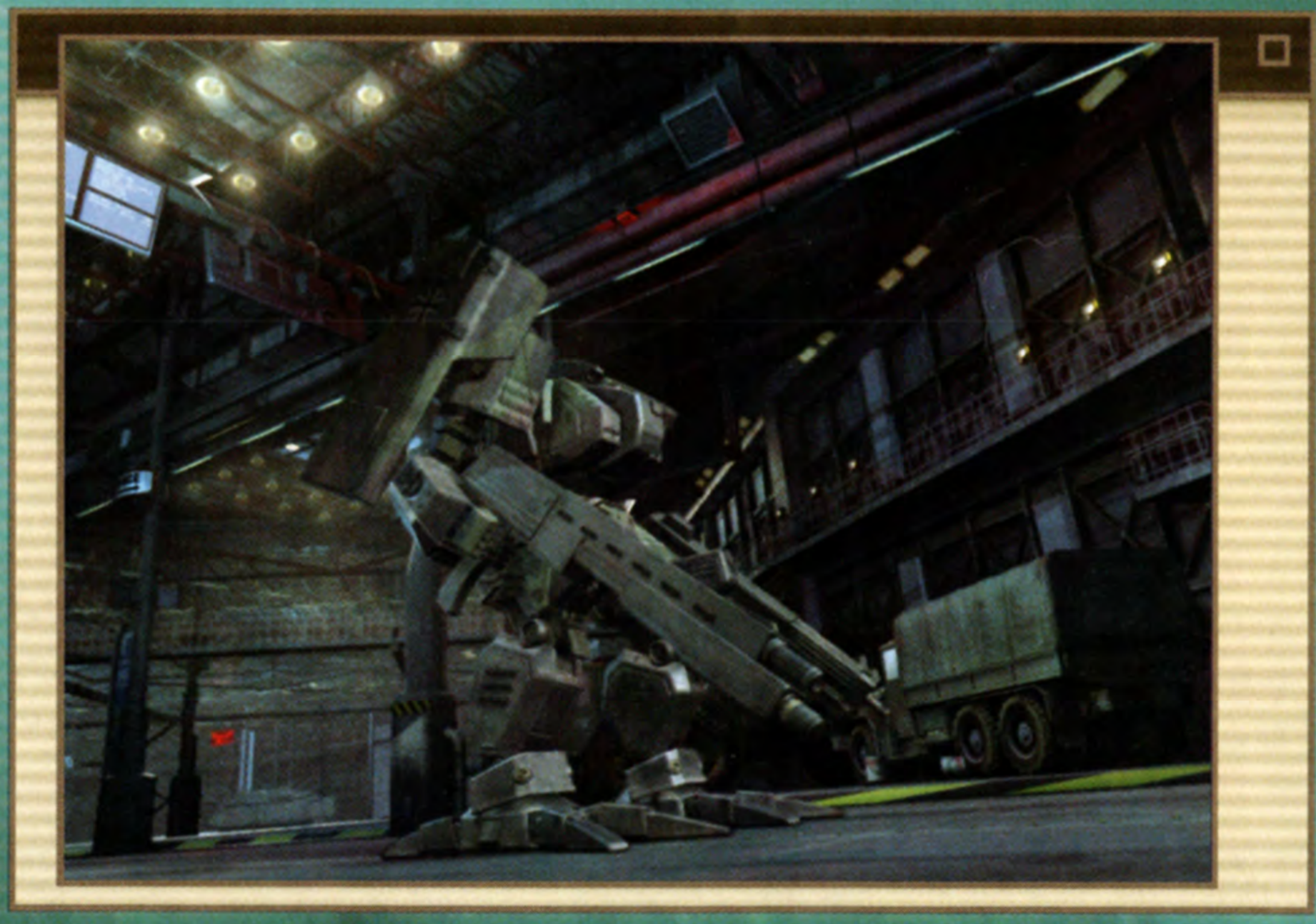



## ONLINE SHOP

Here you can purchase wanzer parts and weapons from earlier stages.

## TUTORIAL

Here you can view tutorials on combat, wanzer setup, and pilot setup.



## SQUARE ENIX CO., LTD.

### Product Development Division 6

| | |
|---|---|
| Producer & Director | Toshiro Tsuchida |
| Planners | Ko Sato<br>Hiroyuki Saegusa<br>Kenji Muraoka<br>Hideo Iwasaki<br>Jun Ushizawa<br>Kiminori Ono<br>Rie Tamura<br>Shingo Matsui<br>Shuhei Ishikawa<br>Toshiaki Suzuki<br>Toshimitsu Ohdaira<br>Yasuhiro Yamaguchi<br>Yoichi Kuroda<br>Masafumi Uchida |
| Programmers | Fumiaki Fukaya<br>Hideki Shibuya<br>Hitomi Kogure<br>Kiyotaka Akaza<br>Makoto Goto<br>Mamoru Oyamada<br>Nobuhiro Kono<br>Shinichi Aoyama<br>Atsushi Ebisawa |
| Designers | Yusuke Naora<br>Shintaro Tamai<br>Yoshihiko Ohta<br>Junichi Murata<br>Shouji Obata<br>Takahiro Matsumoto<br>Hideyuki Matsumoto<br>Hiroaki Kusano<br>Takeshi Shiba<br>Naoko Yamashita<br>Arata Takahashi<br>Daisaku Nakamura<br>Daisuke Komatsu<br>Kouichi Nakayama<br>Takuji Sasaki<br>Yasushi Iwasaka<br>Yoshihisa Akashi<br>Yoshio Yamakawa<br>Yuji Takasu<br>Mitsuhiro Yoshida<br>Sho Okamura<br>Takashi Kamitakahara<br>Yuichi Kikuchi<br>Atsushi Inuzuka<br>Shinya Ichida<br>Tatsuya Zaizan |
| Production Manager | Kiyoko Maeda |
| Production Assistants | Rie Saito<br>Nao Matsuda |

### Visual Works

| | |
|---|---|
| CG Movie Director | Koji Kobayashi |
| CG Designers | Takuji Yasuda<br>Naoya Shigematsu<br>Takaomi Moto<br>Kazuhito Shimada<br>Takuya Suzuki<br>Koki Nara<br>Sanae Nakanishi<br>Takafumi Nishimura<br>Masumi Hakamada<br>Kuniaki Saito |
| Editor | Keiichi Kojima |
| CG Engineers | Masashi Nakata<br>Keisuke Miyazaki<br>Fred T.Y. Hui<br>Taku Wakisaka |
| Coordinators | Hazuki Fujimoto<br>Atsuko Hashimoto |
| Production Manager | Norimichi Kurosawa |
| CG Movie Producer | Satoshi Tsukamoto |

### Sound Section

| | |
|---|---|
| Music | Hidenori Iwasaki |
| Synthesizer Operator | Ryo Yamazaki |
| Sound Programmer | Minoru Akao |
| Sound Editors | Jun Nakamura<br>Nahoko Nakamura |
| Movie Sound Editor | Shojiro Nakaoka |
| Dialogue Supervisor | Teruaki Sugawara |
| Dialogue Editors | Hideki Uchimura<br>Atsushi Ohnishi |
| Sound Tool Programmer | Satoshi Akamatsu |
| Production Manager | Masayuki Tanaka |
| Production Assistant | Masashi Kitagawa |

### Localization Department

| | |
|---|---|
| Localization Manager | Akira Kashiwagi |
| Localization Director | Atsushi Matsushita |
| Localization Coordinator | Mayumi Kawakami |
| English Translator | Aziz Hinoshita |
| Editor | Colin Williamson |
| Spanish Advisor | Seikoh Hokama |
| German Advisor | Tet Hara |
| Special Thanks | Katrin Darolle<br>Alex Moresby<br>Andre Woitczyk |

**Quality Management Division**

| | |
|---|---|
| QA Coordinator | Hironori Akiyama |
| QA Assistant Coordinators | Tomokazu Nagamori<br>Naoyuki Hirayama<br>Hisato Iwatsuki |
| QA Staff | Toshihiro Takemoto<br>Tamotsu Ueno<br>...and ALL QA STAFF |
| Special Thanks | Koji Shirasugi<br>Masashi Nagai<br>Naoya Matsuda |
| General Manager | Akihito Shoji |

**Rating and Proofreading Section**

| | |
|---|---|
| Rating Advisors | Reiko Kondo<br>Hiroko Hamada<br>Sueko Kogai |

**Legal & Intellectual Property Division**

| | |
|---|---|
| General Manager | Michihiro Sasaki |
| Staff | Shigeharu Kobayashi<br>Hiroshi Harada<br>Tetsuya Otsuji<br>Naoya Yamagami |

**Sales & Marketing Division**

| | |
|---|---|
| Executive Manager | Shinji Hashimoto |
| General Manager | Hitoshi Isosu |
| Sales & Marketing Staff | Koji Suga<br>Misa Murohashi |

**Sales Administration Division**

| | |
|---|---|
| Manager | Shinobu Hidaki |
| Sales Administration Staff | Yasuhiro Takamatsu<br>Yumi Toshihiro<br>Aki Moriwaki<br>Sachie Kitamura |
| Executive Producers | Yoichi Wada<br>Keiji Honda |

**U.S. Recording**

| | |
|---|---|
| Producers | Yutaka Maseba<br>Haruyo Kanesaku<br>Osamu Maseba |
| Director | Joe Romersa |
| Recording Facility | Magnitude 8 Post |
| Digital Trackers | Michael McCarty<br>Collin McQueen |

Produced by ZRO Limit Productions
in association with Animaze.. iNC

| | |
|---|---|
| Special Thanks | Marcus Wehner |

## SQUARE ENIX USA., INC.

| | |
|---|---|
| Quality Assurance Manager | David "Ribs" Carrillo |
| Senior Lead Product Analyst | Mohammed A.C. Wright |
| Lead Product Analyst | Aaron J. Adams |
| Assistant Lead Analyst | Matt Hilton |
| Product Analysts | Andy Bellinger<br>Carmelo Cabezo<br>Johnny Fournier II<br>Yuichi Haga<br>Alicia Y. Kim<br>Michael V. Liu<br>Matt L. Martinez<br>Joshua Martinsson<br>Max P. Mena<br>Jason Sanders<br>Jae Shin |
| QA Translators | Frederick K. Hashi<br>Sachiyo Ikeda |
| Localization Manager | Yutaka Sano |
| Customer Support | Ryan Riley<br>Anthony Montana |
| Marketing Communications | Kyoko Yamashita<br>Sonia Im<br>Felice Wu |
| Marketing | Kenji Mimura<br>Fernando Bustamante<br>Patrick H. Cervantes |
| Sales | Sean Montgomery<br>Alaine C. DeLeon<br>Traci Jones |
| Business Development | Ken Berry |
| Legal | Kazumi Hasegawa |
| Senior Vice President & CFO | Kenzo Nogimura |
| President & CEO | Jun Iwasaki |

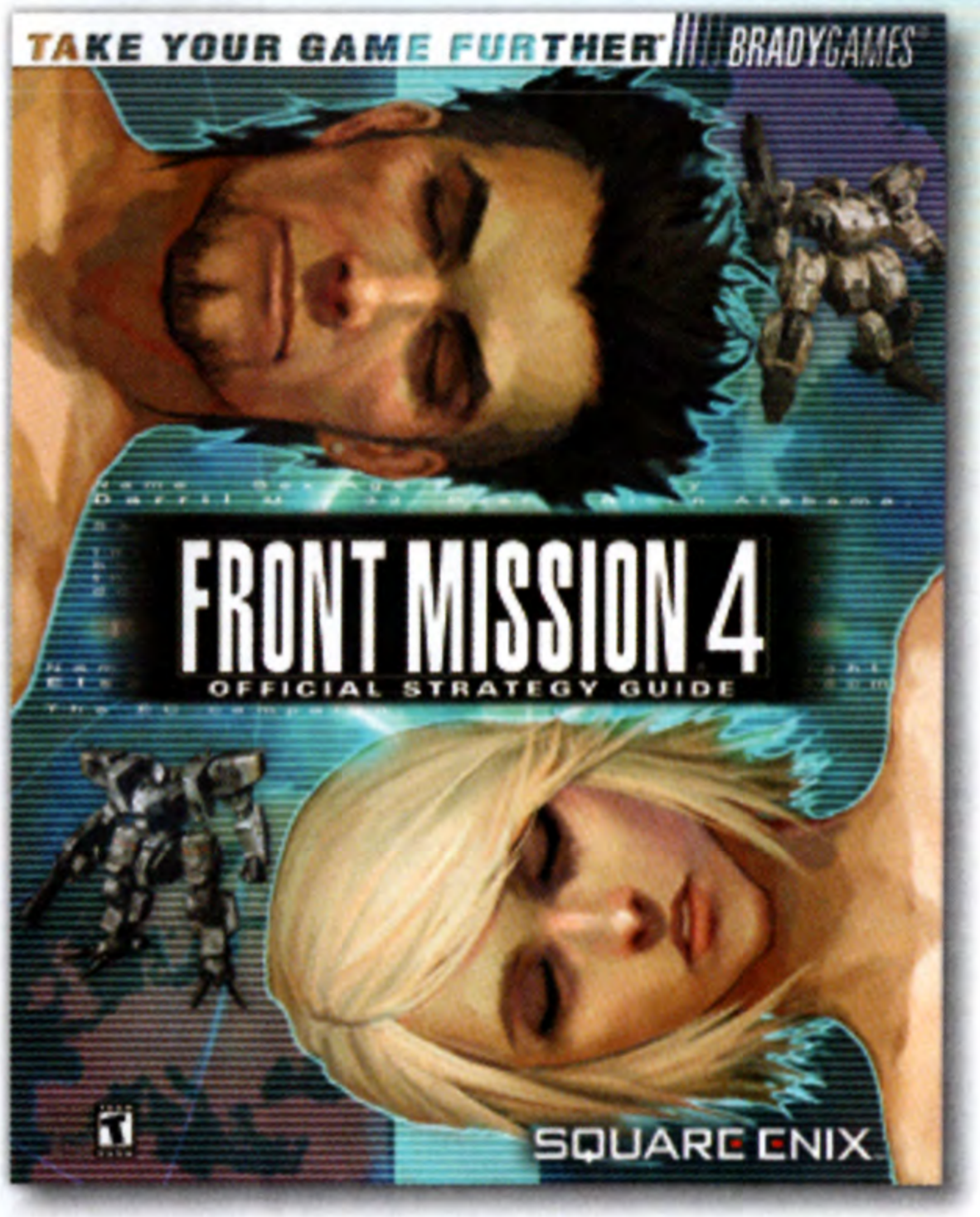
**Special Thanks**

BradyGAMES
The Kenwood Group
Ruder Finn Los Angeles
Saatchi & Saatchi Los Angeles
Studio QED, Inc.
Virtual Interactive, Inc.
Brody Phillips

© 2003, 2004 SQUARE ENIX CO., LTD. All Rights Reserved.

TAKE YOUR GAME FURTHER | BRADYGAMES®

# PROTECT THE FUTURE OF THE WORLD...




## with the Official Strategy Guide from BradyGames!

- Comprehensive Walkthrough with Maps.
- Complete Coverage of All Missions in the Two Intertwining Storylines.
- Pilot Skills, Including Coverage of the All-New "Link System".
- Expert Combat Tactics and Stats for Every Wanzer.
- Game Secrets and More, Revealed!

To purchase BradyGames' *Front Mission® 4 Official Strategy Guide*, visit your local electronics, book, or software retailer.
Also available online at bradygames.com.

SQUARE ENIX™

ISBN: 0-7440-0389-X
UPC: 7-52073-00389-0
PRICE: $14.99 US / $21.99 CAN

BRADYGAMES®
TAKE YOUR GAME FURTHER

The following warranty and support information applies only to customers in the United States and Canada, and only to original consumer purchasers of products covered by this warranty.

## LIMITED WARRANTY

Square Enix U.S.A., Inc. ("**SEUI**") warrants to the original purchaser of the enclosed product (the "**Product**") that the media containing the Product (which includes any replacement media provided under this warranty) will be free from defects in materials and workmanship for a period of ninety (90) days from the date of purchase (the "**Warranty Period**"). SEUI's entire liability and your exclusive remedy under this limited warranty shall be, at SEUI's option, repair or replacement, without charge, of the whole or affected portion of any Product that proves to be defective in material or workmanship during the Warranty Period.

## EXCLUSIONS FROM WARRANTY

This warranty applies only to defects in factory materials and factory workmanship. Any condition caused by abuse, unreasonable use, mistreatment, neglect, accident, improper operation, destruction or alteration, or repair or maintenance attempted by anyone other than SEUI is not a defect covered by this warranty. Parts and materials subject to wear and tear in normal usage are not covered by this warranty.

## IMPLIED WARRANTIES AND INCIDENTAL AND CONSEQUENTIAL DAMAGES

Under state law, you may be entitled to the benefit of certain implied warranties. ANY APPLICABLE IMPLIED WARRANTIES, INCLUDING WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE, WILL CONTINUE IN FORCE ONLY DURING THE WARRANTY PERIOD. Some states and provinces do not allow limitations on how long an implied warranty lasts, so the above limitation may not apply to you.

NEITHER SEUI NOR YOUR RETAIL DEALER HAS ANY RESPONSIBILITY FOR ANY INCIDENTAL OR CONSEQUENTIAL DAMAGES RELATING TO YOUR USE OF THE PRODUCT, INCLUDING, WITHOUT LIMITATION, ANY DAMAGES FOR LOSS OF DATA OR LOSS OF PROFIT, OR FOR ANY INCIDENTAL EXPENSES, LOSS OF TIME, OR INCONVENIENCE. As some states and provinces do not allow the exclusion or limitation of incidental or consequential damage, the foregoing limitation or exclusion may not apply to you.

## HOW TO OBTAIN WARRANTY SERVICE

To obtain warranty service, please send the defective Product, together with a copy of your original sales receipt, your return address, name and telephone number, should contact be necessary, and a brief note describing the defect to SEUI at the following address: Square Enix U.S.A., Inc., Customer Warranty, 6060 Center Drive, Suite 100, Los Angeles, CA 90045. THE DEFECTIVE PRODUCT MUST BE POSTMARKED WITHIN NINETY (90) DAYS FROM THE DATE OF PURCHASE. PROOF OF PURCHASE IN THE FORM OF A DATED RECEIPT MUST BE INCLUDED TO OBTAIN WARRANTY SERVICE. The shipping costs for sending the defective Product to SEUI is a sole responsibility of the Customer. SEUI will not be liable for any damage or loss that occurs during shipping. To minimize loss during shipping, you may opt to use a trackable shipping method.

If you have warranty questions, you can also contact our Customer Warranty department at (310) 846-0345 during its hours of operation, Monday – Friday, 8:00 am – 12:00 pm and 1:00 pm – 5:00 pm, Pacific Standard Time.

## CUSTOMER SUPPORT

For customer support and technical support questions, please call (310) 846-0345 during the following hours of operation: Monday-Friday 8:00 am – 12:00 pm and 1:00 pm – 5:00 pm, Pacific Standard Time.

Game tips are available (for callers in the U.S. and Canada only) for all SQUARESOFT and SQUARE ENIX PlayStation® and PlayStation®2 titles. CHARGES WILL APPLY. To obtain game tips, please call:

In the U.S.: **1-800-892-5825** (Major credit card required) Charges: $.99/min. Automated Tips only.

In Canada: **1-900-451-KLUE** (1-900-451-5583) Charges: $1.50/min. Automated Tips only.

Touch-tone phone required. Prices subject to change without notice. Callers must be at least 18 years old or have the permission of a parent or guardian. Game tips are available 24 hours a day, 7 days a week.

**For information and services by Square Enix, go to www.square-enix-usa.com**

NOTICE: The Product, this manual, and all other accompanying documentation, written or electronic, are protected by United States copyright law, trademark law and international treaties. Unauthorized reproduction is subject to civil and criminal penalties. All rights reserved.

PlayStation 2

# STAR OCEAN™
## Till the End of Time™

AN EPIC SCI-FI SEQUEL
400 YEARS IN THE MAKING

Images from the final U.S. version may differ from the images shown.

COMING AUGUST 2004

TEEN
T
CONTENT RATED BY ESRB

BLOOD
VIOLENCE

SQUARE ENIX™
www.square-enix-usa.com
Published by Square Enix U.S.A., Inc.

© 2003-2004 tri-Ace Inc./SQUARE ENIX CO., LTD. All Rights Reserved. STAR OCEAN, TILL THE END OF TIME, SQUARE ENIX and the SQUARE ENIX logo are trademarks of Square Enix Co., Ltd. "PlayStation" and the "PS" Family logo are registered trademarks of Sony Computer Entertainment Inc. The ratings icon is a trademark of the Entertainment Software Association. Dolby, Pro Logic, and the double-D symbol are trademarks of Dolby Laboratories.

DOLBY PRO LOGIC II